KICKSTARTER



# SAMPLE PAGES MADRIÑAN · GREY WIZARD









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# **GAMES MASTER'S GUIDE**

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**APPENDIX** 

**Character Sheet** 

Character Sheet (Filled)



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#### PREPARE FOR ADVENTURE

BREAK!! is a tabletop role playing game of exploration and adventure set in the fantasy realm of Outer World, a place of wonder and peril.



#### WHAT IS THE GAME ABOUT?

Outer World is broken. Most struggle to survive, huddling together in the ruins of the past.

Will you protect or abandon them?

Some pockets of civilisation remain, their leaders seek to shape the future.

Will you help or hinder them?

Forgotten knowledge and lost treasures are rumored to have the power to change the status quo.

Will you wield them wisely?

Influential heroes and villains roam the land, leaving a wake of irrevocable change behind them.

Will you survive long enough to become one of them?

#### WHAT'S A ROLE PLAYING GAME?

In this Role Playing Game (RPG) you bring a fantasy world to life and create the brave adventurers to explore it with.

One player takes on the role of Games Master (GM). They devise and present challenges and situations to the players. For example, the town will be destroyed if the source of the corrupted mana is not found and stopped.

The others assume the role of the Player Characters (PCs). For example, warriors, wizards, and other adventurous figures. They must use their wits, and their character's abilities, to overcome or circumvent these challenges.

When the PCs, or other characters in the game world, attempt something risky they roll dice to determine whether they succeed or fail. The likelihood of success depends on the chosen course of action and the character's skill or competency.

#### **GAMEPLAY**

In BREAK!! the players take on the role of adventurers, plucky souls that roam Outer World in search of truth and treasure.

As an adventurer you will:

- Journey across shattered landscapes.
- Explore the world's ancient ruins and wonders of the modern age.
- ▶ Encounter and interact with Outer World's many unusual inhabitants.
- Negotiate or fight with monstrous or cunning adversaries.
- Survive and endure Outer World's many perils and challenges.
- Craft items, magic and mechanical.
- Create social bonds with the friends you meet along the way.
- Attempt to rise through the adventuring ranks to become legend.
- Experience the wonder, humor, tragedy, and triumph of adventuring.

#### **INSPIRATION**

BREAK!! is lover letter to the worlds and themes depicted in manga, anime and videogames. Thanks to all the creators that fuelled our imaginations and ambition.

Influences include:

- Videogames: Godslayer/Crystalis, SaGa, NieR, Mana Series, Final Fantasy Series, Zelda Series.
- Animations: Studio Ghibli, Berserk, Morabito, The Tower of Druaga: The Aegis of Uruk/Sword of Uruk, Sword Art Online, The Last Unicorn, Wizards, classic Disney.
- Literature: The Once and Future King, The Swords Trilogy, The Earthsea Series.
- Other RPGs: Stormbringer 1st Edition, Maid, Teenagers from Outer Space, Old School Hack.
- Blogosphere: The entire community of wonderfully talented and generous designers, artists, and enthusiasts.

#### **GAMING GROGNARD?**

If you are already familiar with RPGs and related gaming jargon, here's a quick system overview:

- ▶ BREAK!! only uses a d20.
- Aptitudes (Ability Scores) are set by your Calling (Class), not rolled.
- Experience Points are awarded for Rank (Level) advancement.
- ▶ Roll under Aptitude Checks (Saves).
- Point crawl overland travel system.
- ▶ Tactical, turn-based combat.
- Roll over enemy's Defence Rating (AC) to hit.
- Weapons do set, not random, damage.
- ▶ Hearts (Hit Points) reset every fight.
- Lasting Injuries occur after your Hearts are depleted, and need to be healed.
- Scenario, not story based, Adventures.
- Random Encounters with Mood rolls (Reaction).
- Success is determined by player's situational decision making, and calculated risk.

#### **USING THIS BOOK**

GMs should read this book though prior to playing BREAK!! to familiarize themselves with the entire game.

Games run most smoothly if the GM is able to easily recall the information included in Playing the Game (→ p209) section. Other content is less likely to be required during play and can be referenced before or during the game.

Cheat sheets (→ p450) are included in the Appendices that condense all the frequently referenced rules and information into one place.

#### WWW.BREAKRPG.COM

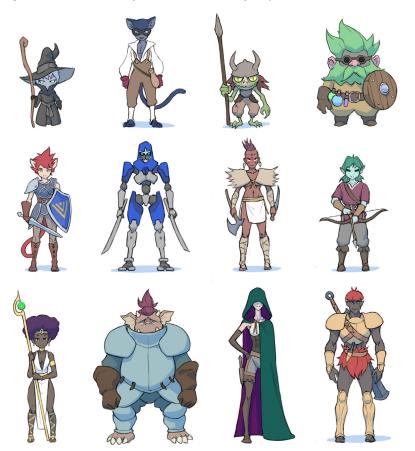
Join the BREAK!! community to access new content and find other players at www.breakrpg.com







Adventurer's have a special affinity with Mana, this enables them to attain magical or martial mastery that would normally require a lifetime of dedication.





There are six steps for creating a Player Character (PC), each step defines more about your character and provides them with skills and abilities they'll be able to use in the game.

Your character has a big impact on how you approach the game's challenges. If you're a wily witch you'd use magic to sidestep an obstacle, but as a beastly barbarian you'd apply brute force.

#### TO CREATE A PC YOU WILL NEED

- About 15 minutes, or less!
- A BREAK!! Character Sheet (→ p444), or another less awesome piece of paper.
- A pencil & eraser! You'll need to record, and update, information as you go.
- A twenty-sided die (d20), or any random number generator set to a range of 1-20.

#### CHARACTER CREATION PROCEDURE

#### **START**

#### STEP 1

#### Select your Calling

Your Calling determines the focus of your core abilities (e.g. magic, combat, stealth) and therefore what in-game strategies will work best for you.

① Callings (→ p12)

#### STEP 2

#### **Select your Species**

Your Species determines your physical appearance (e.g. size, shape, coloration) but also grants you with extra biological or psychological abilities.

**(i)** Species (→ p80)

#### STEP 3

#### Select your Homeland & History

The life you had before becoming an adventurer provides you with specialist knowledge, and a few useful starting items.

**(i)** Homelands & Histories (→ p108)

#### STEP 4

#### **Select your Traits**

Traits enable you to personalise your character's natural abilities, making them more or less strong, agile, resilient, or perceptive.

**(i)** Traits (→ p130)

#### STEP 5

#### Select your Quirks

Your Quirk is what makes you different from characters of a similar Calling and Species. It is an eccentricity that grants you a small advantage, often accompanied by a minor catch.

**(i)** Quirks (→ p132)

#### STEP 6

### Add finishing details

Finally, give your character a name and details about their appearance and personality.

**(i)** Character description (→ p148)

#### **END**



At each creation step you will be presented with many choices. There are two ways of making a decision: to randomly decide with a die roll, or to simply choose the option you like the sound of most.



I suggest rolling first, but choosing when you get a result you don't like. This way you'll get a character you wouldn't have thought up on your own, but will be sure to like.



While having characters of a similar type is not a problem, your players might want to communicate with each other to avoid any unwanted duplication.



CREATING A CHARACTER

CALLING

**SPECIES** 

HOMELAND

& HISTORY

FINISHING

DETAILS

**GEAR** CHARACTER

RANK

TRAITS

QUIRK



Your Calling is what you where born to do; a combination of your training and instinct. Were you destined to be a disciple of the sword or a master of magic?



#### **ABOUT YOUR CALLING**

Calling determines your...

Aptitudes: Scores that describe your physical and mental capabilities (→ p217).

Combat Values: Information that describes how well you can fight (→ p246).

Calling Abilities: Skills or powers unique to your specific Calling.

Character Advancement: The way your Aptitudes and Combat Values develop as vou rise in Rank.

Combat Gear Allowance: The weapons and armor you can use without penalty.

#### Step 1 instructions

- 1. Choose or roll on the Calling Table.
- 2. Use the Quick Start Info to fill in your Character Sheet, more detailed information is provided in the Calling's entry.
- 3. Starting Abilities marked with A require you to take additional steps described in the Ability's entry.
- 4. All characters start with: 1-20 Coins (roll a d20), a Functional Outfit, and a Standard Weapon (of your choice).

#### **CALLING TABLE**

Choose or roll your Calling

Factotum ( $\rightarrow$  p13)

4-6 **Sneak** (→ p13)

**Champion** (→ p13)

(iii) 10-12 Raider (→ p13)

13-14 Battle Princess (→ p14)

15-16 Murder Princess (→ p14)

\_\_\_\_\_

\_\_\_\_\_

( ) 17-18 Sage (→ p14)

19-20 Heretic (→ p14)



While your Calling determines which tactical options will work best for you, your most useful asset during play is your wits!

#### **CALLING QUICK START INFO**

#### **FACTOTUM**

i) More (→ p16)

7 MIGHT

9 DEFT

8 GRIT

9 AURA

**SNEAK** 

You're a rogue that

uses acrobatics and

approves, but that's

Not everyone

their problem.

(i) More (→ p22)

7 MIGHT

10 DEFT

7 GRIT

10 INSIGHT

8 AURA

dirty tricks to succeed.

9 INSIGHT

**Starting Abilities** 

Second to None (→ p17)

Factotum Pack (→ p17)

Don't Mind Me (→ p17)

You elevate everyday skills to an almost magical level. Your motto: be prepared, focus on the details, don't be a hero.



HEARTS

-3 Average

**/** +0

ATTACK

♥10

**/**+0

ATTACK

10

DEFENSE

**HEARTS** 

-3<sup>c</sup> Average

SPEED

DEFENSE | SPEED

### **CHAMPION**

You are a valiant fighter that favors force and direct action. Why pick a locked door when it can be kicked off its hinges?



DEFENSE SPEED

**9** 3

① More (→ p28)

**10** MIGHT **/**+1 8 DEFT ATTACK HEARTS 9 GRIT 7 INSIGHT **1**0 ♣ Average

### **Starting Abilities**

8 AURA

- Combat Momentum (→ p29)
- Into the Fray (→ p29)

- Favored Weapon **A** (→ p29)

#### **RAIDER**

You find victory through speed and precision. Even the mightiest foes fear your fluid and precise combat prowess.



(i) More (→ p34)

<b>9</b> MIGHT <b>9</b> DEFT	√+1  ATTACK	♥ 3 HEARTS
<b>9</b> GRIT		
8 INSIGHT	<b>♥</b> 10	-3 <sup>c</sup> Fast
7 AURA	DEFENSE	SPEED

### **Starting Abilities**

- Light Footed (→ p23)
- Furtive (→ p23)
- Sticky Fingers (→ p23)

# **Starting Abilities**

- Like the Wind (→ p35)
- Hunter's Focus (→ p35)
- Sidestep (→ p35)

QUIRK

Factotum Sneak

Champion

Raider

Battle Princess Murder

Princess Sage

Heretic



CHARACTER CREATION PLAYING THE GAME OUTER WORLD GM'S GUIDE ADVERSARIES

#### **BATTLE PRINCESS**

You are a wielder of Heart Magic and a stalwart defender of the things you hold dear. You inspire and motivate all those around you.



### ① More (→ p40)

8	MIGHT	<b>≠</b> +1	♥3
8	DEFT	ATTACK	HEARTS
9	GRIT		
7	INSIGHT	♥10	-3 <sup>t</sup> Average
10	AURA	DEFENSE	SPEED

#### **Starting Abilities**

- ▶ Shield of Love (→ p42)
- ▶ Soul Companion ♠ (→ p42)

#### SAGE

You are a learned researcher and practitioner of Wizardry. Mana is yours to command, and with it you weave wonder and whimsy.



### ① More (→ p58)

<b>6</b> MIGHT	<b>≠</b> +0	<b>2</b>
8 DEFT	ATTACK	HEARTS
8 GRIT		
10 INSIGHT	<b>♥</b> 10	-3 <sup>a</sup> Average
8 AURA	DEFENSE	SPEED

#### **Starting Abilities**

- ▶ Grand Grimoire (→ p59)
- Sage's Staff (→ p59)
- Prestidigitonium (→ p60)

# **MURDER PRINCESS**

You focus your Wrath Magic to obliterate the source of your hatred. There will be no clemency for those who oppose you.



#### (i) More (→ p50)

8 MIGHT	<b>≠</b> +1	♥3
7 DEFT	ATTACK	HEARTS
<b>10</b> GRIT		
8 INSIGHT	● 10	-3 <sup>5</sup> Average
9 AURA	DEFENSE	SPEED

# **HERETIC**

You read from the Blasphemer's Script to call forth the forbidden. Sometimes they serve, sometimes they chastise.



#### (i) More (→ p68)

<b>7</b> MIGHT	<b>≠</b> +0	<b>2</b>
7 DEFT	ATTACK	HEARTS
<b>10</b> GRIT		
7 INSIGHT	<b>♥</b> 10	-3 <sup>t</sup> Average
9 AURA	DEFENSE	SPEED

### **Starting Abilities**

- Wrath's Blade ▲ (→ p51)
- Withering Glare (→ p52)
- ► Tenacity (→ p52)

### **Starting Abilities**

- Fitful Sleep (→ p69)
- Dreadful (→ p69)
- Squire Marlow ▲ (→ p69)









#### CREATING A CHARACTER

CALLING SPECIES

**HOMELAND** & HISTORY

TRAITS QUIRK

FINISHING DETAILS

CHARACTER RANK

**GEAR** 

Quick Start Factotum

Sneak

Champion Raider

Battle Princess

Murder Princess

Sage Heretic















#### **CALLING OVERVIEW**

Typical Battle Princesses: Shining warrior maidens, tyrants who weep for what must be done, wandering champions of the downtrodden, and pious crusaders.

Abilities: Skills cover conventional combat techniques, with a focus on defending allies, and the use of Bright Magic to smite enemies. Outside of combat, they serve well as the lead during Negotiation and other social endeavors.

Advancement: As Battle Princesses rise in Rank they may learn powerful magic, improve their combat effectiveness, and better defend their allies.

Aptitudes: Their strong heart affords them a high Aura. Might, Deftness and Grit are well appointed, but following your heart means your Insight is clouded.

Weapons and armour: While the primary weapon of any Battle Princess will be their Heart's Blade, they have no restrictions on Armor or Shield use.

#### Who'd like to be a Battle Princess?

Players who like to mix magic and combat, protecting other characters, or enjoy leadership and social roles.

#### **ABILITIES**

#### **STARTING ABILITIES**

You start with three Abilities.

#### **HEART'S BLADE**

You can call forth a weapon forged from the wishes in your heart. These magically manifested weapons are of the finest quality and grow in power and possibility as you do.

#### Creating your Heart's Blade

- Your Heart's Blade grows in power as you rise in Rank. Add the new properties to your Heart's Blade when you reach the required Rank.
- Rank 1: Select your weapon's primary form and what it is made of.
- Choose a Weapon Type: Quick. Master, Mighty, Arc, Lash, Drawn or Mechanical Missile (→ p152).
- Choose a Magical Material: Sun Gold, Ash Bronze, or Sky Steel  $(\to p289).$
- Rank 3: Your Heart's Blade gains one of the following properties:
- ▶ **Glittering:** +1 on Attack rolls.
- Righteous: The weapon's Extra Damage Threshold is reduced by 2 ( $\rightarrow$  p152).
- ▶ **Sheltering:** The weapon can Parry once per combat in the same manner as a Standard Shield  $(\to 169)$ .
- Rank 6: Your Heart's Blade can now transform into a secondary form, pick from the Weapon Types listed above.
- Your Heart's Blade gains the Combination Weapon Ability allowing a hybrid weapon form  $(\rightarrow p160)$ .

#### Using your Heart's Blade

- You can call this weapon into existence through force of will.
- ▶ Melee Weapons are formed instantly and can be used on the same Turn they are called.
- Drawn and Mechanical Missile weapons take a Turn to fully form and appear with 4 Units of ammunition included.
- Your your Heart's Blade (and any ammunition) will vanish instantly on command.
- Only a single form of the Heart's Blade may be summoned at any one time. Either the primary, secondary, or combination form.
- If the weapon is Sundered or lost during combat, you can will it away and summon a new Blade.

#### Sneak Champion

Princess Murder Princess

Raider

Battle

CHARACTER

CALLING

**SPECIES** HOMELAND

& HISTORY

TRAITS

QUIRK

FINISHING

CHARACTER

Quick Start

Factotum

DETAILS

**GEAR** 

RANK

Sage

Heretic

#### **HEART'S BLADE EXAMPLE**

Primary form Master



Primary form + Weapon Ability Righteous



Secondary form Small mechanical missile



Combination form Gun blade



#### SHIELD OF LOVE

Your compassion can manifest itself as a protective force for your allies. This might take the form of an iridescent aura or a heart-shaped crystal shield.

- Once per Fight you bestow an ally, within your sight, a force field that can absorb 1 Heart of Damage; after which it is disappears.
- You can perform this Ability in addition to any other Actions permitted on your Turn.
- Rank 1: You can Shield 1 person.
- Rank 4: You can Shield 2 people.
- Rank 8: You can Shield 3 people.
- If you can protect more that one person, you can allocate your Shields in one go, or as required.

#### **SOUL COMPANION**

Just as your heart has the power to summon mighty weapons, so it can muster a loyal companion. This devoted sidekick never leaves your side and will even return, in due time, if struck down.

- You begin your adventures with a magical Companion.
- This Companion does not count against your normal allowance of Companions (→ p183).
- Create your Soul Companion following the steps listed at the end of this Calling.
- i) Soul Companion Creation (→ p47)

#### **ELECTIVE ABILITIES**

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

#### **STANDARD ABILITIES**

Available for selection at Rank 2 or higher.

#### **GEMLIGHT**

A glowing crystal, of your favorite color, forms on the back of your hand.

- You can make your hand gem glow at will. It provides light equivalent to a Torch (→ p175).
- You can use the gem to transfer a single Injury from a victim to yourself with a gentle touch.

#### **GLITTERING MACHINE**

When not in battle, you are able to channel your powers to summon a helpful tool or device, instead of your mighty Heart's Blade.

- You can summon a tool made of the same Magical Material chosen for your Heart's Blade.
- Rank 1: You can summon any simple tool, such as a grappling hook or lock pick.
- Rank 5: You can summon a simple Techno-Relic or Gadget you are familiar with. Unlike the real things, your glittering version does not require fuel or an additional power source to work.
- ▶ The summoned tool remains, until:
- You swap it for another tool.
- ▶ You call for your Heart's Blade.
- You invoke Spirit Wings (→ p45).
- B Gain 1 Bright Allegiance Point.

#### **LOVE-LOVE CHEF**

You're a passionate cook, you pour your heart and soul into the food you make.

- You gain the Crafting Discipline Cooking (→ p283).
- ► For specific rules on creating items refer to Craft (→ 280).
- You use Aura for Crafting rolls.

#### **COMPASSION CURE**



Your kind attention is so sincere that it can dispel ill effects: your hug can lift a dispirited companion, your tears can thaw a petrified ally.

- With a touch, you can attempt to remove a psychological, physical, or magical Ailment (→ p268) from someone you care about.
- Attempting this Ability during a Fight requires you to spend your Action.
- ⚠ This Ability cannot be used for situational Ailments: Toppled, Restrained and Overburdened.
- Requires an Aura Check
- Success: The Ailment is removed.
- S Failure: The Ailment remains, you cannot make any further attempts cure it.

#### **PASSION'S FIRE**

When you so desire, a brilliant flame flickers around your Heart's Blade, making it all the more deadly.

- ▶ Blazing Desire: Your Heart's Blade is ablaze and now does Flame Damage (→ p259) instead of Normal Damage.
- Yearning Embrace: After a successful Attack, the fire can be discharged to engulf your target to cause an additional Heart of Damage. This exhausts the Ability.
- A Passion's Fire can only be used once per Fight.
- B Gain 1 Bright Allegiance Point.

#### **CRY OF THE HEART**

A strange sort of empathic magic allows you to understand what lies in the hearts of all those you speak to.

- You can target this Ability on anyone you have spoken to for a few moments.
- After this time you are able to discern the primary emotional motivation that is driving their current actions and discourse (love, greed, fear, etc.)
- If applicable, information gleaned from this Ability can used as an Influencing Factor (→ p241) when Negotiating with the individual in the future.
- This Ability is mostly inconspicuous, although you may appear to be staring uncomfortably deep into your target's eyes.
- B Gain 1 Bright Allegiance Point.



CREATING A CHARACTER

CALLING SPECIES

HOMELAND & HISTORY TRAITS

QUIRK FINISHING DETAILS

GEAR CHARACTER RANK

Quick Start Factotum Sneak

Champion Raider

Battle Princess

Murder Princess Sage

#### **BATTLE DANCE**



Your animated and tuneful battle commands grant those listening a coordinated, rhythmic, combat flare.

- You can attempt to coordinate your allies during a Fight, granting all participants a Minor Bonus (+2) to a single roll on their Turn.
- This Ability can be used in conjunction with your other permitted Actions, but you must declare the use of this Ability at the beginning of your Turn.
- Requires a Aura Check
- Success: 3 2 1 Go! Your Battle Dance begins...
- You can apply a Minor Bonus (+2) to a single roll made on your Turn.
- Once you have started a Dance, allies in the same Battlefield Area can choose to join in. To do so they must make an Aura Check at the start of your team's Turn.

Ally success: Your ally jumps into the groove gaining a Minor Bonus (+2) for a roll made on their Turn.

Ally failure: Your ally makes a misstep, disrupting the Dance. All Dancers, lose their bonus this Turn. An ally can attempt to re-join the dance on the next Turn.

▶ Each Turn Dancers must make a successful Aura Check for the Dance to continue.

- Failure: You stumble or stutter, and must apply a Minor Penalty (-2) to a roll of your choice made this Turn.
- After staring a Dance, you can not use this Ability again for 24 hours.
- Mith your GM's approval, you can use Ability in Linked Contests, like a chase sequence (→ p220).

#### **BATTLE BONDS**

You have a merciful nature that can be felt in even your fiercest attacks. Your clemency does not go unnoticed and, in the midst of battle, you can make friends out of enemies.

- ▶ Whenever you reduce a foe to 0 Hearts or less, and choose to spare their lives, you can attempt to soften their resolve.
- Requires a Aura Check
- Success: You form a Social Bond (→ p279) with the beaten opponent. Discuss and agree with your GM an appropriate Bond. For example, 'a begrudging admiration'.
- ▶ A Bonded opponent is less inclined to target you for attack in the future, and will avoid dealing you a finishing blow unless absolutely necessary.

#### **ADVANCED ABILITIES**

Available for selection at Rank 6 or higher.

#### AT YOUR SIDE

Your strikes can create opportunities for your comrades-at-arms to exploit.

If one of your Attacks is successful it also counts as an Attack Assist (→ p256) for the next ally attacking the same opponent.

#### **SPIRIT WINGS**

The wishes in your heart allow you to soar... literally!

- You sprout glowing wings, and now you can fly at your normal Speed Rating.
- Your wings remain until:
- You call for you Heart's Blade.
- Vou invoke the Glittering Machine Ability.
- B Gain 1 Bright Allegiance Point.

#### **SHINING RESOLVE**

Your spirit is indomitable and will always remain so.

You gain Supernatural Will (→ p107).

#### **OPENED HEARTS**

Powerful Bright Magic lies within you, it can wash away all falsehoods leaving nothing but the naked truth, dark secrets, and honest wishes.

You can activate this Ability whenever you are speaking to another individual, or at the start of a Negotiation.

# Requires a Contest

Your Aura vs. the Grit of anyone in earshot.

- Anyone who loses the Contest is unable to lie, deceive, or mislead you for a 24 hour period. Although they can still refuse to answer your questions.
- Unfortunately, you are also subject to the effects of this Ability for the same 24 hour period.
- B Gain 1 Bright Allegiance Point.

#### **RADIANT BLADE**

You soul burns so brightly that your Heart's Blade transcends its material form to become a shard of devastating light.

- You can activate this Ability at will upon summoning your Heart's Blade.
- Slice of light: Your Heart's Blade is now a glowing shaft of light that does an extra Heart of Bright Damage (→ p259), in addition to the weapon's Normal Damage.
- strike with the Heart's Blade, the light can be discharged to irradiate your target causing an additional Heart of Bright Damage; which dispels the Ability.
- ⚠ Using Purifying Flare prevents you from using this Ability again for another 24 hours.

CREATING A CHARACTER

- ▶ Purifying Flare: After a successful
- B Gain 1 Bright Allegiance Point.

CHARACTER RANK Quick Start

CALLING

**SPECIES** 

HOMELAND

& HISTORY

TRAITS

QUIRK

FINISHING

DETAILS

**GEAR** 

Factotum Sneak

Champion Raider

Battle Princess

Murder Princess

Sage Heretic

# **LEGEND IN YOUR OWN TIME**

Whether it's your heroic deeds or your legendary tenderness, you have become a source of inspiration for public works of art and epic tavern tales. Your reputation proceeds you... sometimes.

- Whenever you enter a new Settlement you can attempt Reputation Management (→ p275).
- Requires a Aura Check
- Success: You've already established a positive Reputation in this locale. If possible, the Reputation should be based on heroic efforts made in a previous Session. For example, 'Savior of Homble Village' or 'Slayer of the Ooze Beast'.
- Failure: The locals have never heard of you, or your 'daring' exploits.





#### **NEVER STAND ALONE**



Those touched by your kindness often come to help you in your darkest hour.

- If you're in mortal peril, maybe your alone and outnumbered or stranded without hope, you can use this Ability to summon help.
- Once activated, your GM will choose a character you have a Social Bond (→ p279) with to come to your assistance. This could even be a spared foe you've formed a Battle Bond (→ p44) with.
- The chosen character will miraculously appear just in time to offer you required assistance. For example, they might arrive with reinforcements or a convenient escape craft.
- A This Ability cannot be used again until you have had the time to participate in a Downtime Activity  $(\to p273).$

#### **HEART'S AEGIS**

Your Soul Companion is able to transmute into a magical suit of Armor that wraps around you in battle. This armor retains traces of your Companion's aesthetics.

- Your can turn your Companion into armor for a specific task or Fight.
- ▶ The magic armor has the following specifications:
- Superheavy Armor (→ p163).
- Anti-Hazard Abilities (→ p166).
- Mechanical Motion (→ p167).
- No one other than you can wear the armor.
- The armor lasts until:
  - The task it was activated for is completed, or...
  - ▶ You have been reduced to 0 Hearts or less.
- After use the Armor, and your Soul Companion, vanish until the next morning.
- A You cannot use this Ability again for 24 hours.
- B Gain 1 Bright Allegiance Point.

#### **SOUL COMPANION CREATION**

Your Soul Companion is about to pop into existence.

#### **Soul Companion creation steps**

- 1. Companion Basics: All Soul Companions start with the same basic capabilities.
- 2. Companion Type: Decide if your Companion is an Animal or a Toy, this will determine their initial Combat Values.
- 3. Companion Abilities: Choose a Companion Ability.
- 4. Companion Details: Define your Companion's appearance and personality.

#### **COMPANION BASICS**

All Soul Companion's have a similar set of starting properties.

- Languages: Bright Tongue, Low Speak. Companions will only talk to you unless otherwise requested.
- ▶ Range: They can exist up to 40 ft away from you. Beyond that range they vanish, only to reappear by your side.
- Fighting: Your Companion can only provide limited support during a Fight:
- Attack: They are not powerful enough to harm foes, but can perform Attack Assists (→ p256) for you or your allies.
- ▶ Health: At 0 Hearts they puff out of existence, but will return after you've slept and rested.
- ▶ Ailments: They are immune to the direct effect of Aliments (→ p268), however they suffer the symptoms of any Ailments you contract!
- Gear: They cannot use any Gear; Armor falls off, weapons are dropped, etc. However, they can carry items.

#### ▶ Inventory Slots: 6

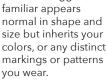
- Any carried items are dropped if they vanish for any reason.
- ▶ Sustenance: They do not need to eat, breath or rest. They vanish whenever you fall asleep or are rendered unconscious. They disappear forever if you die.
- Advancement: When you reach Rank 5 they gain an additional Heart and a new Champion Ability.
- ▶ **Aptitudes:** Aptitudes are 2 points lower than your own.

#### **COMPANION TYPE**

Choose or roll your Companion Type

**1-10** 

# **Guardian Animal** Your four-legged familiar appears normal in shape and size but inherits your colors, or any distinct





HEARTS

DEFENSE

∡ Fast

\* Includes Speed Rating bonus

# **11-20**

### **Brave Toy** Your small,

**/**+0

ATTACK

mechanical doll is dressed like a knight or soldier. It also sports an emblem of great significance to you.





DEFENSE

Average SPEED

\* Includes Medium Armor bonus













CREATING A CHARACTER

CALLING SPECIES

HOMELAND & HISTORY TRAITS

QUIRK FINISHING DETAILS

**GEAR** CHARACTER RANK

Quick Start Factotum

Sneak Champion

Raider

Battle Princess

Murder Princess Sage

Heretic









#### **COMPANION ABILITIES**

Your Soul Companion starts with a single Ability appropriate to their Companion Type. They gain a second Ability when you achieve Rank 5.

#### **ANIMAL COMPANION ABILITIES**

Choose or roll your Animal's Ability

- 1-5 Mount: When required, they can grow in size to carry a rider.
  - ▶ Companions are Battle Ready  $(\rightarrow p187)$  when in Mount form.
- 6-10 Burrower: They have claw-like digging tools for rapid excavation.
- ▶ They can excavate a PC-sized tunnel through a Battlefield Area's worth of soil each Turn.
- 11-15 Fighter: They grow fangs, claws or some other natural weapon.
- ▶ They can now Attack as if wielding a Standard Weapon.
- ▶ Their Attack Bonus is now half yours, rounded down.
- 16-20 Glider: They sprout small, vestigial wings incapable of full flight.
  - ▶ They gain Supernatural Leaping  $(\rightarrow p107)$ .

### **TOY COMPANION ABILITIES**

Choose or roll your Toy's Ability

- 1-5 Shielder: They can defend themselves and others.
- Once per Fight, they can Parry one Attack made against them, or any allies that in the same Battlefield Area as them, like a Shield ( $\rightarrow p169$ ).

As if built by Magical Materials (→ p288), they do not break when blocking a Magical Attack or Ability.

- 6-10 Weapon Link: They can transform and connect to your Heart's Blade for extra impact.
- Your Companion and your Heart's Blade can combine once per Session to provide either:
- A Minor Bonus (+2) to all Attack rolls or...
- Deal an additional Heart of Damage on a successful strike.
- 11-15 Booster: They can convert into a jetpack, cling onto your back, and lift you to safety.
  - You gain the power of flight at an Average Speed Rating.
  - The boost grants enough lift you to reach one visible destination.
  - During a Fight, your Companion loses a single Heart for each Turn this Ability is in use.
- 16-20 Toter: This chunky toy has a built in backpack.
  - ▶ They have 10 Inventory Slots.
- During a Fight, they can use their Turn to find and instantly present any item they are carrying.

# **COMPANION DETAILS**

3.1/1

Your Soul Companion will complement or contrast with your appearance and personality. For example, they may be calm and unflappable, like you wish you were; or faint-hearted so you always have someone to be brave for.



You can decide on the details later as you develop your Princess' personality during play.

#### **COMBAT GEAR ALLOWANCE**

You are always able to use your Heart's Blade irrespective of your Species Size. You can use Standard and Thrown weapons. You can use any armor or shield without penalty.

#### **ARMOUR**

















**MELEE WEAPONS** 

MISSILE WEAPONS

















Factotum Sneak

Champion Raider

CREATING A

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**GEAR** 

QUIRK

Battle Princess

Murder Princess

Sage Heretic

\* Small Species restriction still applies (Chib, Goblin)

\*\* Large Species restriction still applies (Promethean, Gruun)

#### **ADVANCEMENT TABLE**

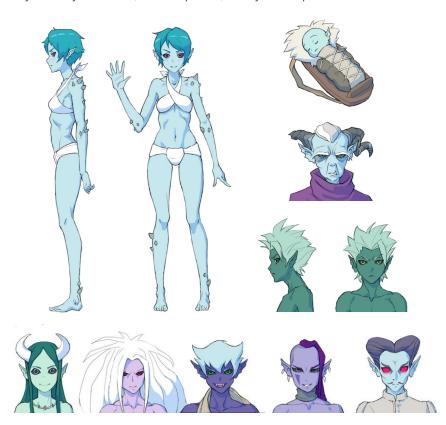
RANK	ATTACK	HEARTS			APTITUDE	S		ABILITIES			XP
	/	•	MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	+1	3	8	8	9	7	10	3	-	-	0
2nd	+2	3	8	8	9	7	10	3	1	-	6
3rd	+3	4	9	9	10	8	11	3	1	-	12
4th	+3	4	9	9	10	8	11	3	2	-	24
5th	+4	5	10	10	11	9	12	3	2	-	36
6th	+4	5	10	10	11	9	12	3	2	1	48
7th	+5	6	11	11	12	10	13	3	2	1	72
8th	+5	6	11	11	12	10	13	3	2	2	96
9th	+6	7	12	12	13	11	14	3	2	2	132
10th	+7	7	12	12	13	11	14	3	2	3	168

Bold text indicates the number has increased from the previous Rank.

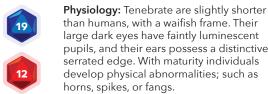
<sup>\*</sup> You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

#### **TENEBRATE**

Their gaunt appearance and affinity for the night unsettle many folk. Whispers still persist about their dark and noble bloodline, but it's now apparent that they are only as sinister, and desperate, as any other species of Outer World.



#### **SPECIES OVERVIEW**



**Demeanor:** In defiance of their shadowy nature, Tenebrates are often forthright, earnest, and easy to trust. They have a tendency to be a bit too serious and a occasionally a little gullible.

**Outlook:** Loyalty, honesty, and charity are the core of Tenebrate values. They observe the following beliefs:

- Despair serves to strengthen hope.
- Mercy is the most precious of all virtues.
- We lead others through the night.
- ▶ Speak plainly, dressing your words only cloaks them in shadow.
- ▶ Be generous with kindness, but careful with friendship.

**History:** Rumored to be the descendants of the 'Shadow Monarchs' of Calian, the Tenebrates first emerged in the Wistful Dark at the beginning of the 4th Aeon, and from there spread to other regions.

**Adventurers:** Tenebrate who cannot find purpose in a settled society often set of in search of it.

Their dependable nature make them valuable allies in dark times.

**Typical Names:** Tenebrate first names are usually two syllables long and end in a vowel/consonant pair (-ah, -us, -en).

Family names come from admirable qualities, something lovely or a combination of the two.

Examples: Mariah Doeheart, Gavril Brav, Olean Charita, Richter Goldshield, Aerowyn Joywing •

CREATING A CHARACTER CALLING

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### SPECIES SIZE

**ABILITIES** 

You are slightly shorter and more slender than a typical human.

You are a Medium Species (→ p106).

#### **INNATE ABILITIES**

Your start with two Abilities.

#### **NIGHT BORN**

You are marked by darkness from birth.

You begin play with 1 Dark Allegiance Point (→ p206) and must roll on the Dark Gifts Table (→ p206).

#### **SHADOW SIGHT**

The shadows hold no secrets from you.

- You can see in the dark, and do not need to rely on a Torch (→ p175).
- You are immune to the Obscured Battlefield Condition (→ p251) if caused by darkness.
- Unlike Underdwellers, you don't suffer a penalty in daylight.

#### **MATURATIVE ABILITY**

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

#### **MONARCH HOMUNCULI**

You are able to reach into your blood and claim an authority long forgotten to exert your will on others.

- You can attempt to command a creature that has at least 1 Dark Allegiance Point.
- During a Fight, issuing a command requires the use of your Action.

# Requires a Contest

Your Aura versus the target's Grit.

- Success: Your command is obeyed.
- Your command must be something the target can easily perform in the next minute, or 1 Turn during a Fight. For example 'Drop your sword', 'Attack the person next to you', or 'Kneel before me'.
- The target must obey to the best of their ability, albeit reluctantly.
- Once the command is obeyed, the target regains self-control, unless re-targeted on the next Turn.
- Failure: Your target is forever immune to your commands.

Quick Start Human

(Native)
Human
(Dimensional

Stray) Chib

### Tenebrate

Rai-Neko

Promethean Gruun

Goblin

Dwarf

Bio-Mechanoid

Species Abilities

#### WISTFUL DARK HISTORIES

A land cloaked in shadow. A melancholic place filled with secrets and hope.



(i) More (→ p304)

#### **WISTFUL DARK HISTORY TABLE**

Choose or roll your History

#### Outcasts

**1-2** Forsaken Wanderer (→ p110)

**③ 3-4 Blight Raider** (→ p110)

Shadow Lands Nomad (→ p111)

**7-8** Murk Dweller (→ p111)

#### Commoners

 **9-10 Nightwall Yeoman** (→ p111)

**( )** 11-12 Starlight Farmer (→ p111)

( ) 13-14 Guild Agent (→ p112)

**(**) **15-16** Town Guard (→ p112)

#### Elite

**○ 17** Celebrated Artist (→ p112)

Magia University Graduate
(→ p112)

**○ 19** Knight Errant (→ p113)

**Output Shard State Patrician** (→ p113)

#### **FORSAKEN WANDERER**

You are an orphaned vagabond and have spent most of your life crawling in the darkness. This is where you developed your survival strategies.



#### **Purviews**

- > Staying unseen and unheard.
- ▶ Bending so you don't break.
- Succeeding in desperate times.

#### Starting Gear (Pick 2)

- Master Weapon, forgotten sword (→ p153).
- ▶ Tattered Outfit, rags (→ p172).
- Compass, cracked but functional (→ p174).
- ▶ Star Gem, hope in the dark ( $\rightarrow$  p180).

#### **BLIGHT RAIDER**

You were a bandit in the Mana Blight, ruthlessly taking what you needed, and perhaps a bit more. You've left that life behind, but the poisoned land has hardened your soul.



#### **Purviews**

- Swift and ruthless action.
- Getting out of tricky situations.
- ▶ Taking what isn't yours.

#### Starting Gear (Pick 2)

- ▶ Arc Weapon, bandit spear (→ p153).
- Light Armor, bandit leathers (→ p163).
- Prebreather, raider's maw. (→ p173)
- Grenades x2, fireberries (→ p178).

#### SHADOW LANDS NOMAD

You lived among a small troupe, wandering from place to place to avoid demons and scrounge for food. It was a hard life, but you were not alone, and you valued that.



#### **Purviews**

- Sticking together at all costs.
- Caring for those important to you.
- Pulling your weight.

#### Starting Gear (Pick 2)

- Extreme Weather Outfit: Cold, wanderer's cloak (→ p172).
- Backpack, nomad's pack (→ p173).
- Lantern & Oil Units x2, a guiding light (→ p175).
- Hardy Rations x5, journey loaf (→ p177).

#### **MURK DWELLER**

You were one of the few shaped inhabitants of the Murk, and spent your time quietly living among strange and belligerent creatures. You are not easily phased.

#### **Purviews**

- Dealing with the odd and arcane.
- A working knowledge of magic.
- Keeping calm in odd situations.

#### Starting Gear (Pick 2)

- Duick Weapon, grass blade (→ p153).
- Appealing Outfit, petal pixie clothes (→ p172).
- Booster Cakes x2, moon drop candy (→ p177).
- Solvent x2 Units, ash elm sap (→ p178).

#### **NIGHTWALL YEOMAN**

Your lived on the edge of a Star Shard's glow. From there you observed the Shadowed Lands and learned to defend yourself from what emerged from the dark.

Spotting what hides in the darkness.

> Staying focused, even while rushing.

Finding a weak point.

Starting Gear (Pick 2)

Drawn Weapon & 10 Arrows.

Light Armor, cuirass (→ p163)

Traveller's Bag, sling pack (→ p173).

Companion: Growlhund, a trusty

yeoman's bow ( $\rightarrow$  p158).

**Purviews** 



# SPECIES

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CHARACTER RANK

#### Wistful Dark

Twilight Meridian

Blazing Gardens

Buried Kingdoms

Other World

#### STARLIGHT FARMER

friend (→ p188).

You toiled in the fields that flourished in the light of the Star Shards, harvesting food for yourself and the wealthier residents of the realm.



#### **Purviews**

- Sorting the good soil from the bad.
- Persevering when you ought to.
- Empathy for all living creatures.

#### Starting Gear (Pick 2)

- Treat x10, mama's cookies ( $\rightarrow$  p177).
- Trade Goods, star plums (→ p179).
- Rural Goods, your family's best shovel (→ p179).
- Pudge Grub, blue ribbon winner (→ p189).

#### **GUILD AGENT**

Raised and trained as an artisan, shopkeeper, or tavern worker you are well versed in the hustle and bustle of Shard's cities. You joined the regional guild to travel the world.



#### Purviews

- Making and spotting a good deal.
- Working at a brisk pace.
- ▶ Keeping others satisfied.

#### Starting Gear (Pick 2)

- Artisan's Outfit, apron (→ p172).
- ▶ Kingdom Map, Shard trade route guide (→ p174).
- Packbeast, Shaggy Bumpo, a stubborn thing ( $\rightarrow$  p193).
- Follower: Scamp, assistant (→ p185).

#### **CELEBRATED ARTIST**

You are a dabbler in several mediums, but talent was not enough to quarantee your success. You've also mastered the art of shameless selfpromotion.



#### **Purviews**

- Creative Expression!
- Making yourself seen and heard.
- Appreciating the artistic or symbolic.

#### Starting Gear (Pick 2)

- Concealed Weapon, ornamental dagger ( $\rightarrow$  p152).
- ▶ Appealing Outfit, fine robes ( $\rightarrow$  p173).
- Urban Goods, stylus & parchment  $(\to p179)$ .
- Luxury Item, starlight lyre (→ p179).

#### **MAGIA UNIVERSITY GRADUATE**

You are an academic, studying one of the University of Magia's numerous programs. It's been demanding so you've decided to take a gap year.



#### **Purviews**

**TOWN GUARD** 

constabulary. The

one: chasing down

miscreants, fending

and interrogating any

suspicious travellers.

off stray monsters,

job was a taxing

You've worked for local

- Seeing the truth of a situation.
- Throwing your weight around.
- Powering through obstacles.

#### Starting Gear (Pick 2)

- ▶ Medium Armor, city guard's uniform ( $\rightarrow$  p163).
- Large Shield, riot bulwark (→ p169).
- Authoritative Outfit, captain's hat & sash (→ p173).
- Lantern, night watch's companion  $(\to p175)$ .

# Purviews

- Research and close study.
- Pushing yourself to stay focused.
- Recalling useful facts and trivia.

#### Starting Gear (Pick 2)

- Traveller's Bag, satchel (→ p173).
- Master's Tome, on a subject of your choice! ( $\rightarrow$  p176).
- Translation Journal, Bright Speech  $(\to p176)$ .
- ▶ Booster Cakes x2: Insight, *cram* cookies (→ p177).

#### KNIGHT ERRANT

You have been knighted as the result of a grand and noteworthy deed, but now you have strayed from your order to go on quests that you deem worthy.



#### **Purviews**

- Forthright communication.
- Knowledge of vanquished evils.
- Finding your courage.

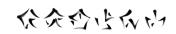
#### Starting Gear (Pick 2)

- ▶ Medium Armor, questing plate  $(\rightarrow p163)$ .
- Standard Shield, heraldic heater  $(\rightarrow p169)$ .
- ► Holy Icon, sacred chain (→ p180).
- Mount, Mokko-Do (→ p191).

# **OUTER WORLD SCRIPTS**

HIGH AKENIAN

DREAM CALL





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GEAR

CHARACTER RANK

#### Wistful Dark

Twiliaht Meridian

Blazino Gardens

Buried Kingdoms

Other World

# **SHARD STATE PATRICIAN**

You were born into one of Shard's noble families. Your privileged life is a prison of duty and expectation. You seek adventure and are in search of some much needed excitement.



### **Purviews**

- Demanding the proper respect.
- Knowledge of political practice.
- Stubborn, competitive pride.

#### Starting Gear (Pick 2)

- Small Mechanical Weapon & Bolts x10, hand crossbow ( $\rightarrow p158$ ).
- ▶ Medium Armor, traveller's mail  $(\to p163)$ .
- Appealing Outfit, fine attire (→ p173).
- Follower: Custrel, dedicated butler or maid ( $\rightarrow$  p186).



#### **WEAPON TYPES**

Your weapon choice affects what you can do in combat. Will you choose a light weapon for darting attacks, or an immense weapon designed to obliterate?

Weapons are divided into:

Melee Weapons: Used for striking foes in close combat (→ p152).

Missile Weapons: Used for targeting opponents from a distance (→ p158).

Weapon Types: Melee and Missile Weapons are further broken down into groups that have similar performance during a Fight. For example, a great axe and a war hammer are both Mighty Weapons. Each Weapon Type has:

Rules & Abilities: Additional rules and Abilities for wielders of the weapon.

**Extra Damage:** A number, if exceeded by your Attack roll total, grants you an additional Heart of Damage.

#### **COMBAT GEAR ALLOWANCE**

Your Calling or Species limit the Weapon Types you can use without penalty.

#### Using a restricted Weapon means...

- You suffer a Snag on Attack rolls.
- You are unable to perform Attack Stunts or Combat Tricks using the Weapon.

### **MELEE WEAPON TYPES**

Much of the combat in the Outer World is resolved within spitting distance of your foe. A Melee Weapon is a must.

- To make an Attack with a Melee Weapon you must be in the same Battlefield Area as your opponent.
- During a Fight, drawing a Melee Weapon takes an Action, unless otherwise stated.

#### **UNARMED**



Desperate situations sometimes call for adventurers to strike out with their bare hands.

- Unarmed strikes suffer a Snag on their Attack roll when directed at armed or armored enemies.
- **Extra Damage:** None.

N/A • = N/A

#### **STANDARD**



Standard Weapons are simple yet practical death dealing implements with no added frills.

- Any Calling or Species can use a Standard Weapon.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.
- 1 Slot = 10 Coins

#### CONCEALED



Concealed Weapons are usually small so that they can be hidden about your person with ease.

- Unlike other arms, Concealed Weapons are not immediately visible.
- During a Fight, drawing and striking with a Concealed Weapon can be performed in one Action.

#### Weapon Ability, Sneaky Swipe: If your target isn't aware of your Concealed Weapon you may attempt to Ambush them, even

when you are in plain sight.

- Vour Target must be in the same Battlefield Area as you, but otherwise this attack works like a normal Ambush (→ p252).
- If your Ambush is successful, others using Concealed or Thrown weapons can join in the Ambush.
- Extra Damage: +1 Heart for Attack roll totals of 22 and above.
- 1 Slot = 5 Coins

#### **QUICK**



Quick Weapons are lighter arms that emphasize speed over power. Prized by those who prefer evasive fighting.

- Weapon Ability, Darting Style: You gain a +1 to your Defense Rating when using a Quick Weapon.
- **Extra Damage**: +1 Heart for Attack roll totals of 22 and above.
- 1 Slot = 15 Coins

#### **MASTER**



These finely crafted weapons are often difficult to use and rather expensive, as such they are favored by the warrior elite.

- Weapon Ability, Perfect Strike: You gain a +1 to your Attack rolls when using a Master Weapon.
- Extra Damage: +1 Heart for Attack roll totals of 18 and above.
- 2 Slots = 30 Coins

#### **MIGHTY**



These heavy weapons require both hands to use. Enjoyed by warriors who wish to quickly dispatch their enemies.

- When wielding one-handed you suffer a Minor Penalty (-2) on Attack rolls, Attack Stunts, & Combat Tricks.
- Weapon Ability, Crushing Blow: You do 2 Hearts of damage, instead of 1, on a successful Attack.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.
- 2 Slots = 20 Coins

#### **ARC**



Long weapons that allow its wielder to make wide, dangerous strokes that hit several enemies at once.

- When wielding one-handed you suffer a Minor Penalty (-2) on Attack rolls, Attack Stunts, & Combat Tricks.
- Weapon Ability, Deadly Sweep: You can hit two enemies in the same Battlefield Area with one Attack.
  - Make a single Attack roll, and apply the result to both enemies.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.
- 3 Slots = 25 Coins

#### **LASH**



Weapons that incorporate a chain or cord, capable of reaching foes a considerable distance away.

- Weapon Ability, Crack!: You can Attack an enemy up to 1 Battlefield Area away.
- **Extra Damage**: +1 Heart for Attack roll totals of 22 and above.
- 1 Slot = 30 Coins



CREATING A CHARACTER CALLING SPECIES

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CHARACTER RANK

Paying Carrying

Weapon Types

Armor Types Shield Types Outfits

Wearable Accessories

Wayfinding Illumination

Specialist's Kits

Books Consumables

Combustibles & Chemicals Miscellaneous

Curiosities, Artifacts & Gadgets

Other World Items

Companions Vehicles

Property Services

#### **MELEE WEAPON EXAMPLES**

#### **MIGHTY WEAPONS**

#### 17. Pride Axe

These weapons commonly sport animalistic motifs. It is customary to roar loudly when swinging them.

#### 18. Junker Club

Junkers from the Stahlfeld often use oldtech piping, or other sturdy salvage, to make effective bludgeons.

#### 19. Ironseal Sword

Warriors of the Tenebrous Pact carry these oversized, dark metal blades, to represent their respect for The Profound Darkness.

#### 20. Dragon Buster

Designed to wound the colossal monsters of the Mana Blight. These sturdy weapons survive battles that their owners won't.







27

25



#### 25. War Wire

An ancient weapon, once wielded by the Synthetic Soldiers of previous Aeons. Bio-Mechanoid warriors see them as a connection to their past.

#### 26. Dark Hunter's Whip

Allows those foolish enough to battle the warped and twisted to attack from a safe-ish distance.

# 27. Fairythorn Scourge

This multi-thonged whip, covered in sharp thorns, is employed by the vicious Alarune. Often coated in terrible poisons.

This traditional Rai-Neko weapon comprises of a metal cat's paw attached to a length of thick cord.

#### **ARC WEAPONS**

#### 21. Gruun Long Crusher

These threshing flails were turned against the Gruun's oppressors in their fight for freedom.

#### 22. Portian Sibat

These barbed spears are used by sailors of the Twilight Meridian to fend off the swarms of odd creatures that plague the seas.

#### 23. Sylvan Lance

Authentic Sylvan Lances were crafted from Dew Silver, today mimicries are made from more mundane metals.

#### 24. Trinity Staff

These segmented staves are a Shrine Keeper's favorite.

#### 28. Cat's Cord

CREATING A CHARACTER

> CALLING SPECIES

HOMELAND & HISTORY

TRAITS

QUIRK

FINISHING DETAILS

CHARACTER RANK

Paying Carrying

Weapon Types

Armor Types Shield Types

Outfits Wearable Accessories

Wayfinding Illumination

Specialist's Kits

Books

Consumables

Combustibles & Chemicals

Miscellaneous Curiosities, Artifacts &

Gadgets

Other World Items

Companions Vehicles

Property

Services



#### PETS

Animals are domesticated for both companionship and protection. For adventurers they are invaluable allies.

#### **GROWL**

These furry canines are popular pets among common folk, but also the mount of choice for the tiny warrior.
Selective breeding has resulted in some distinct breeds but all are uniformly fierce with a keen sense of smell.



#### **Animal Abilities**

- Tracking: Growls grant you an Edge on tracking or detecting quarry with a particular scent.
- Super Sense: They growl and snarl if someone unfamiliar close by is using magic of some kind, even if not visible or obvious.

#### **Inventory Slots**

- ▶ 6 Slots with a harness.
- Can be Mounts for Small Species.

#### **Fighting**

- Claws and fangs strike like a Quick Weapon (→ p153) providing a +1 Defense Bonus during a Fight\*.
- When mounted Growls are Battle Ready (→ p187).

= 75 Coins

#### **BUZZER**

Named after the curious humming sound they make, these large, scuttling insects have chitinous armor and a nasty nip. Vicious but loyal, Buzzers are popular with bandits and nomads due to their hardy nature.

<b>7</b> MIGHT	<b>√</b> +1	<b>7</b> 2
7 DEFT	ATTACK	HEARTS
7 GRIT		
3 INSIGHT	<b>♥</b> 15*	-3 <sup>c</sup> Average
3 AURA	DEFENSE	SPEED

#### **Animal Abilities**

- ▶ Buzz Off: When they, or their owner, are under attack Buzzers can raise the pitch of their hum to an unpleasant level. The Battlefield Area they occupy becomes Obscured (→ p251), unless your ears are protected.
- **Exoskeleton:** Their tough shell boosts their Defense by +4\*.
- ▶ Grazing: They require an environment that contains vermin or other small creatures to Graze.

#### **Inventory Slots**

- ▶ 6 Slots with a harness.
- Can be Mounts for Small Species.

#### Fighting

Mandibles strike like a Standard Weapon (→ p152).

= 75 Coins

#### **PUDGE GRUB**

About the size and weight of a ripe watermelon, these bright, doughy creatures waddle harmlessly all over Outer World. They

are easy prey but survive through frequent asexual division. Most commonly used as low maintenance livestock, they also have practical uses for Adventurers.

3 MIGHT	<b>≠</b> +0	<b>V</b> 1
3 DEFT	ATTACK	HEARTS
3 GRIT		
3 INSIGHT	♥11	.3 <sup>c</sup> Slow
3 AURA	DEFENSE	SPEED

#### **Animal Abilities**

- Directable Decoy: If urged in one direction, Pudge Grubs will trundle away until prompted to stop or go in another direction, much like a clockwork toy.
- Delicious Decoy: Their sweet smell and succulent appearance make Pudge Grubs irresistible to bestial predators, who must make a Grit Check to avoid stalking them.
- Squashy Defense: All crushing or squashing Attacks, such as fists or clubs, do 1 less Heart of Damage.
- ► Edible: If butchered they provide 3 Units of Hardy Rations (→ p177).
- Grazing: They require an environment of lush grass, fungus, or moss to Graze.

#### Inventory Slots

- ▶ 6 Slots with a harness.
- Can be really, really, slow Mounts for Small Species. The distance you can cover in one day is halved!

#### Fighting

Nope.

= 20 Coins

#### **FUZZCOIL**

These hairy, serpentine creatures wrap themselves around their owners, keeping out of sight; up sleeves or inside tunics. Their venom can be milked, diluted, and

then sold as an anti-aging remedy. While this odd elixir does tighten the skin, the effect is only temporary.

5 MIGHT	<b>≠</b> +1	<b>7</b> 2
5 DEFT	ATTACK	HEARTS
<b>5</b> GRIT		
5 INSIGHT	♥13	جَدِ Fast
5 AURA	DEFENSE	SPEED

#### **Animal Abilities**

- Wearable: The animal will wrap around a part of your body and remain there unless forced or ordered off. Easily mistaken for a harmless pelt by casual observers.
- Venom: Anyone bitten must make a successful Grit Check or become Disoriented (→ p269) for 4 Turns. Once poisoned, the afflicted cannot be affected by Fuzzcoil venom for another 24 hours.

#### **Inventory Slots**

▶ 1 Slot in their mouth, or coiled in their tail.

#### **Fighting**

Strike like a Concealed Weapon (→ p152) and can make a Sneaky Swipe at a target, if worn or hidden. A successful hit is also venomous...

= 100 Coins

CREATING A CHARACTER CALLING SPECIES

HOMELAND & HISTORY TRAITS

> QUIRK FINISHING DETAILS

GEAR CHARACTER RANK

Paying

Weapon Types Armor Types

Carrying

Shield Types
Outfits
Wearable

Accessories Wayfinding

Illumination Specialist's

Kits Books

Consumables
Combustibles
& Chemicals

Miscellaneous Curiosities,

Artifacts & Gadgets
Other World

Items Companions

Vehicles

Property Services

#### **COMPANION SIZE COMPARISON**



Follower

(→ p185)

(→ p190)

Follower

(→ p185)

(→ p190)

Purr Skree
Pet Pet



Follower

(→ p186)

Fuzzcoil Pet (→ p189)



Follower

(→ p186)

Buzzer Pet (→ p188)



Mount

(→ p191)

Pudge Grub Pet (→ p189)







Pack Beast

(→ p193)

CREATING A CHARACTER

CALLING SPECIES

HOMELAND & HISTORY

TRAITS QUIRK

FINISHING DETAILS

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& Chemicals

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Services

# **FOCUSED RULES**

Focused Rules are invoked when you attempt a risky or unpredictable activity during play; these procedures determine the outcome of such activities.

During a Session you switch back and forth between General Play (→ p212) and Focused Rules as the game requires.



There aren't Focused Rules for every activity the PCs might attempt, but Checks & Contests can be used for most situations that aren't covered.

#### **CHECK OR CONTEST**

Checks and Contests are used when you challenge yourself with a feats of skill, strength, smarts or bravado.

① Check or Contest (→ p216)

# **JOURNEY**

The Journey rules are used when navigating across Outer World and determine if you suffer any hardships or unexpected events on your travels.

(i) Journey (→ p222)

#### **EXPLORE**

The Explore rules are used when you enter dangerous locations, and determine what you encounter whilst there.

(i) Explore (→ p230)

#### **NEGOTIATE**

The Negotiate rules are used when you attempt to influence a GMC's actions or thoughts.

#### **FIGHT**

The Fight rules are used when you engage in combat with the enemy, or target a physical object for destruction.

(i) Fight (→ p244)

### **PERILS**

The Peril rules are used if you are exposed to harmful effects like burning, falling, and drowning.

i) Perils (→ p266)

#### **DOWNTIME**

The Downtime rules are used when you attempt to do something productive in the time between adventures.

(i) Downtime (→ p272)

#### **CRAFT**

CHECKS & CONTESTS JOURNEY **EXPLORE** NEGOTIATE FIGHT PERILS **DOWNTIME** CRAFT

> Playing the Game

General

Managing

Rolling Dice Focused Rules

#### **ROLLING DICE**

BREAK!! uses a twenty-sided die (d20), you'll roll it on four occasions:

- ▶ Checks: The majority of die rolls you'll make are Checks (→ p218), for these you're trying to roll a target number or under to succeed.
- **Contests:** In a Contest (→ p219) you're trying to roll under a target number, but higher than the characters you're competing against.
- Attacks: When making an Attack (→ p254) on an opponent, you're trying to roll a target number or over to hit.
- ▶ Tables: Occasionally you'll roll on a table to see what happens, the result of your roll is referenced against a list of outcomes. For example, when determining the type of Injury you suffer.

#### **BONUSES & PENALTIES**

Bonuses and Penalties represent positive and negative factors that influence your chance of success. They are applied to your roll because of an Ability, a rule, or at the discretion of your GM.



Awarding Bonuses whenever your players come up an inventive ways to gain a situational advantage will encourage their creativity.

#### **Bonuses**

- ▶ There are two levels of Bonus:
  - Minor Bonus (+2): Positively affects the result of your roll by 2.
- Major Bonus (+4): Positively affects the result your roll by 4.
- ⚠ A Bonus will add to the rolled result when you're trying to roll high; but subtract from the result when you're trying to roll low.

#### **Penalties**

- There are two levels of Penalty:
  - Minor Penalty (-2): Negatively affects the result of your roll by 2.
  - Major Penalty (-4): Negatively affects the result your roll by 4.

▲ A Penalty will subtract from the rolled result when you're trying to roll high; but add to the result when you're trying to roll low.

#### **Applying Bonuses & Penalties**

- You can only benefit from one Bonus per roll. A Major Bonus is used over a Minor Bonus.
- You can only suffer from one Penalty per roll. A Major Penalty is used over a Minor Penalty.
- If both a Bonus and Penalty of the same level apply to your roll they cancel each other out.
- A Major Bonus is reduced to a Minor Bonus when opposed by a Minor Penalty; and a Major Penalty is similarly reduced when set against a Minor Bonus.

#### **EDGES & SNAGS**

An Edge provides you with another chance to succeed, while a Snag gives you another chance to fail.

#### Edges

If you have an Edge you roll twice and use the most favorable result.

#### Snags

If you have a Snag you roll twice and use the least desirable result.

#### **Applying Edges & Snags**

- You can only benefit from one Edge per roll.
- You can only suffer from one Snag per roll.
- If both an Edge and Snag apply to your roll they cancel each other out.



Having only one Bonus/Penalty, and Edge/Snag, per roll keeps the game moving quickly and avoids stacking the odds too far in one direction.



The Craft rules are used when you are attempting to create, customize, or repair an item with your Crafting Ability.

(i) Craft (→ p280)









#### **VON PEEBLES MAP**









The Octia Scroll

> Von Peeble's Мар

Wistful Dark

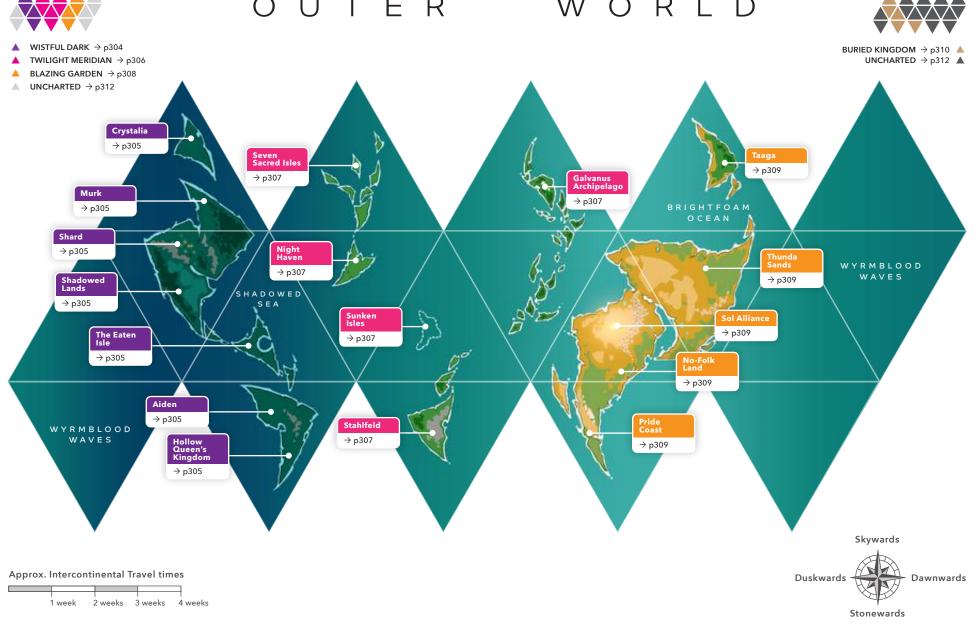
Twilight

Meridian Blazing

Gardens Buried

Kingdoms

Other Worlds









o NIGHT **TWILIGHT TWILIGHT** 

#### WISTFUL DARK

The furthest continent from the Sun Machine, a dark and melancholy realm filled with an equal measure of fear and hope.









#### Sights & sounds

- It's always night.
- The environment is cool and crisp, the living see their breath in the air.
- The landscape is eerie yet alluring.
- Restless mana and bioluminescent fungi provide respite from the dark.
- The presiding silence is broken by keening spirits and the low groans of the discontented.
- The Heaven Seal can be seen in the darkened sky, it's cracking.

#### Regional dynamics

- ▶ Shards from the splintered Sun Machine fell here, those that control the light have the power.
- The last remaining Unshaped hide and scheme in the shadows.
- Ruins of Akenia & Calian yield the marvels and monstrosities of the past.
- Tormented monsters roam the night, they are both terrifying and pathetic.
- ▶ Stoic forces defend against the horde.

#### **CRYSTALIA**

An isolated land of gossamer and glass. No one who has ventured there has returned. Some theorize it might be so beautiful that no one ever wants to leave.

#### Typical Adventures

- Explore elegant crystalline geography.
- ▶ Encounter truly bizarre beings.
- Discover one of a kind treasures.

#### **SHARD**

Shard Cities formed around the largest glowing fragments of the broken Sun Machine, their light and warmth attract the desperate. Shard Patricians control the cities, but the socio-economic influence of the Guilds and the Church of the Scared Chain make rule a delicate balancing act.

#### **Typical Adventures**

- Defend established trade routes.
- Explore strange ruins at the edges of the Star Shard's light.
- ▶ Get embroiled in political ambition and corruption.

#### SHADOWED LANDS

There is no law or order in this haunting landscape of fungal forests and tundra. Nomads contend with the constant threat of the restless dead and desperate raiders. The rag-tag Knights of the Lantern attempt to protect those most in need.

#### **Typical Adventures**

- Escort nomad caravans.
- ▶ Battle with the cursed and corrupted.
- Contend with toxic environments.

### **MURK**

Murk, home of the fey, is said to contain portals that connect all the world's great forests together. The Formless Council of Unshaped meet here, devising ways to return the world to the era of Dreaming.

#### **Typical Adventures**

- Reveal ancient conspiracies.
- Pacify, or negotiate with, mischievous fey and sentient flora.
- Retrieve rare and valuable plant species.

#### THE EATEN ISLE

This once divine place is devoid of rational life after a botched ritual. The isle's epicenter now sinks into a magical abyss.

#### **Typical Adventures**

- Raid the monasteries of the banished Divine Rulers.
- ▶ Battle unholy beasts.
- ▶ Reclaim celestial relics.

TO OUTER WORLD

The Octia Scroll

Von Peeble's

Wistful

Twilight Meridian

Blazing Gardens

Buried Kingdoms

Other Worlds

#### **AIDEN**

This military confederacy repels the Hollow Queen's monstrous army from an ancient fortified wall that divides the dark continent. The Red Blades, the nation's elite troops, perform daring raids deep into enemy territory.

### **Typical Adventures**

- Defending the wall during a siege,
- Slaying titanic creatures.
- Hunting down monsters that stalk the sewers or breach the wall.

#### **HOLLOW QUEEN'S KINGDOM**

The citizens of Calian were warped into twisted demons and wretches, and their alorious queen reduced to a miserable and spiteful creature. She commits her 'children' to a relentless attack on civilisation. Only Aiden stops the advance. Her Beloved disguise themselves among the influential and the powerful seeking to weaken the resolve of opposing states.

# **Typical Adventures**

- Scavenging a city long lost to monstrous hordes.
- Rescuing soldiers of Aiden.
- Seeking the counsel of a Dark Magi.

#### **CREATING AN ADVENTURE**

As Games Master you'll need to provide the PCs with a quest that involves a collection of interesting locations and memorable characters.



#### WHAT IS AN ADVENTURE?

An Adventure is a situation or event the PCs get involved in. It could be a conflict, a mystery, a journey, or mixture of all three. Unlike a story, an Adventure has no plot or scripted sequence of events. A good Adventure will have the following properties:

- ▶ Reasons to get involved: It could be responding to the heart felt plea of desperate villagers or the promise of coin for undertaking a perilous mission. Leverage what your players, and their PCs, are most likely to be motivated by.
- Multiple ways to resolve the situation: Provide opportunities for the players to creatively resolve a situation. For example, allow an antagonist to be defeated using direct force, stealth, or diplomacy. Create obstacles not solutions.
- Meaningful consequences: Make the repercussions of the PCs intervention tangible in the game world. Will the villagers regard the PCs as heroes for saving their town or did the temple explode and reduce the local area to ash?
- ▶ Fantastical elements: Make the most of Outer World's fantasy setting. Fill your Adventure with strange beasts, magical artifacts, and enchanted locations.



Have a look through the Outer World Regions (→ p302) with your players and pick an area everyone is interested in exploring.

#### **ADDITIONAL CONSIDERATIONS**

Adventures, depending on taste, can vary widely in tone and theme; ranging from a petty dispute between two farming communities to a harrowing crawl across a monster-infested wasteland. When coming up with an idea for your Adventure consider the following:

- Player Characters: Think about the capabilities of your player's PCs, then create situations with them in mind. For example, give the Sneak a chance to be stealthy and the Champion a challenging boss battle.
- ➤ XP Rewards: Once you've discussed and agreed with your players what you will award XP for (→ p205), ensure you Adventure provides ample opportunity to engage in those activities. For example, If your going to reward combat then include plenty of disagreeable monsters; if your going to reward exploration provide lots of hidden locations to discover.
- Mature content: If required, discuss and agree as a group whether your adventure will feature graphic violence, sexual content, prejudice, or other sensitive topics. Once agreed, all players should respect and maintain the group's decisions.

#### **ADVENTURE COMPONENTS**

Your Adventure will determine what locations and characters you'll need to create. For example, if the PCs are to escort a caravan across the Shadow Lands you might create a map, some merchants, and a host of undead bandits.

#### **GAME MASTER CHARACTERS (GMC)**

Notable inhabitants of Outer World that help or hinder the PCs on their adventure. These include quest-givers, allies, rivals, and villains.



① Creating Game Master Characters (→ p320)

#### **SETTLEMENTS**

Places for PCs to shop, rest and plan. A Settlement might be under threat and in need of assistance, or simply provide a convenient base of operations.

① Creating a Settlement (→ p328)

#### **ADVENTURE SITES**

Places of danger or mystery for the PCs to explore; commonly these are filled with strange creatures, dark secrets, and forgotten treasures.

① Creating an Adventure Site (→ p332)

#### **ADVENTURE MAP**

A map that shows the routes between Settlements and known Adventure Sites. A map is required by PCs to journey across Outer World.

① Creating an Adventure Map (→ p344)

#### **ENCOUNTERS**

Unpredictable events that occur when the PCs go on a Journey or Explore locations. Encounters typically involve meeting GMCs or Adversaries.

① Creating Encounters (→ p348)

#### ADVENTURE SUGGESTIONS

#### **ADVENTURE TYPE**

Choose or roll an Adventure type

# 1-5 Looming threat

Some external force threatens a Settlement. Without intervention the place is doomed!

For example: Soldiers or bandits pillage and plunder; or an ancient beast poisons the local wildlife.

### 6-10 Fetch quest

Retrieve a relic or treasure from an Adventure Site to prevent a catastrophe or misfortune.

For example: The sacred stones must be returned to the temple or the Deva will blight the harvest for 1000 years; or retrieve the rare herbs required to revive a poisoned noble.

### 16-20 Establish a truce

Resolve a conflict between opposing forces, or Settlements, before hostilities pass the point of no return.

For example: Stop two rival towns escalating hostilities over fertile land before everybody loses; or prove to the warring kingdoms that they have been tricked into conflict by the agents of a shadowy organisation.

### 11-15 Escort mission

Protect an important person or item from falling into the wrong hands.

For example: Sneak a de-throned ruler out of his fallen kingdom to keep the rebel hope alive; or protect a supply caravan on it's way to a remote and desperate village.





Running the Game

Creating an Adventure

Creating a GMC

Creating a Settlement

Creating an Adventure Site

Creating an Adventure Map

Creating Encounters

Creating a Saga CHARACTER CREATION PLAYING THE GAME OUTER WORLD GM'S GUIDE

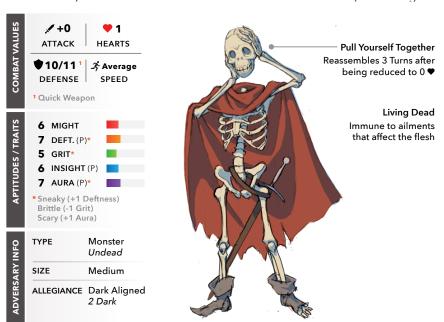
#### **SKELEMEN**

Magic infused remains. Mana flows through all of Outer World's living beings, and some claim it 'gets in your bones'. The unsleep is a curse for those with ruthless ambition, the afflicted rise in an endless pursuit of power and riches.

#### **SKELEMAN**

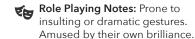
MOOK RANKO

Vanglorious bones. Skelemen are the re-animated remains of the greedy or the criminally ambitious. Death is not the end for the excessively conniving.



- Habitat: Old roads, tunnels or ruins where they can ambush passers-by.
- Gear: Armed with a Standard or Quick Weapon that's ravaged by time.
- Communication: They cannot speak, so use mime and gesticulation instead. They understand Low Speech and any other languages they knew in their previous lives.
- Tactics: They target the unsuspecting or solitary, working as group to ambush or distract. They will:

- Pretend to be normal corpses then suddenly spring into action at an opportune moment.
- Defend fallen allies in order to give them time to Self-Assemble.
- Try to take a hostage, to later carefully remove their eyes and tongue, for use in their transition into Skelemasters (→ p406).
- **Indicators:** The sound of clacking bones, corpses with eyes and tongues removed, fresh blood on discarded weapons.



Customization: Increase the threat by equipping them with better weapons or armor. Skelemen could also be made from the bones of Large or Small Species (→ p106).

#### **ABILITIES**

#### LIVING DEAD B

Skelemen are not subject to the afflictions that plague the living.

- Immune to Fatigue, Starvation, Suffocation, and aging.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- A Can only be animated when within 1 mile of the living creature (Bio-Mechanoids do not count) or a Skelemonarch (→ p408). When out of range they are aware but inert.
- D Adds 1 Dark Allegiance Point.

#### **PULL YOURSELF TOGETHER** B

You can't keep an evil Skeleman down.

- When reduced to 0 Hearts, or less, their bones clatter to the ground; but over the next 3 Turns they will reform, all Hearts restored.
- ⚠ The GM may decide a crushing or obliterating attack prevents a Self-Assembly. Otherwise, you'll need to take a Turn to shatter the skull to prevent reanimation.
- D Adds 1 Dark Allegiance Point.

#### **YIELD**

#### **CLACKING CRANIUM**

A Skeleman's skull remains animated even when the rest of it's body is crushed. While it will try to be dangerous, gnashing it's teeth pointlessly, it is a harmless novelty item.

💾 1 Slot • = 5 Coins

#### **MOOD TABLE**

Choose or roll a Mood

# 1-5 Preoccupied

The Skelemen are busy distributing the eyes and tongues of recent victims, one may still be bound and alive! They ignore the PC's, unless provoked or annoyed.

#### 6-14 Embarrassed

The Skelemen are in the midst of setting up a trap or ambush. Awkward.

#### (i) 15-20 Hateful

The Skelemen are aware of the PC's approach, and haven't had a chance to mix it up with the living for quite a while.

Skelemen can be reskinned as enchanted dolls or robotic creatures that possess a primitive self-assembly function.

**ADVERSARIES** 

Using Adversaries

Asura, Lajja

Bizzer Swarm

Blaster Mage

Chomoa Chosen one

Demon Blighted

Drones

Goop Giga Gruur

Grim Wina

Killservants

Lalka Master

Villains Mundymutts

Skelemer

Shadow

Beast Tinu

Unhelpful Cloud Undead

Peddler Unshaped, Bellzuub

Urarani

Creating Adversaries







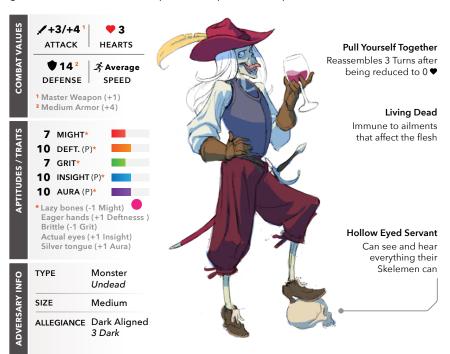


CHARACTER CREATION PLAYING THE GAME OUTER WORLD GM'S GUIDE ADVERSARIES APPEND

SKELEMASTER

BOSS RANK 4

**Bossy bones.** A Skeleman that has claimed the eyes and tongue of the living gains enhanced vision, the power of speech, and poisonous ambition.



- Habitat: Often found accompanying large groups of Skelemen. The boldest use masks and disguises to infiltrate cities.
- Gear: Usually wear Medium Armor in conjunction with an Authoritative or Appealing Outfit. Most will wield a Master Weapon.
- Communication: They have high pitched, nasally voices. They can speak Low Speech and any other languages they knew when alive.
- Tactics: Skelemasters stick to the same tactics used by Skelemen, though they will utilize more sophisticated hit and run tactics, decoy groups, and are generally more cautious and they'll:

- Gather as much information as possible on unknown foes before confronting them directly.
- Only join a battle when they have established a clear advantage.
- Indicators: The sound of wicked cackling, the glint of a well kept weapon among rusted ones, disturbingly organized Skelemen.
- Role Playing Notes: Skelemasters are as conniving as their Skeleman minons, but their love of dramatics is tempered by a sadistic streak and an increased desire for self preservation.

Skelemaster literally love the sound of their own voice, their recently acquired tongues can make them prone to monologuing or singing.

If more than one Skelemaster inhabits the same Adventure Site, they try to undermine or usurp the other whilst dealing with the PCs.

Customization: Arm with different weapons, or heavier armor, at the lamented expense of style. Toughen them up with a Champion or Raider's Elective Ability.

#### **ABILITIES**

#### LIVING DEAD B

Skelemasters are not subject to the afflictions that plague the living.

- Immune to Fatigue, Starvation, Suffocation, and aging.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected, except...
- ▲ The eyes and tongue are still subject to attacks that target living tissues. Destroying them demotes them to a Skeleman (→ p404).
- D Adds 1 Dark Allegiance Point.

#### SELF ASSEMBLY B

You can't keep an evil Skelemaster down.

- When reduced to 0 Hearts, or less, their bones clatter to the ground; but over the next 3 Turns they will reform, all Hearts restored.
- ⚠ The GM may decide a crushing or obliterating attack prevents a Self-Assembly. Otherwise, you'll need to take a Turn to shatter the skull to prevent reanimation.
- D Adds 1 Dark Allegiance Point.

#### **HOLLOW EYED SERVANTS** A

Skelemen keep a hollow-eyed vigil for their masters.

- Skelemasters are instantly aware of anything a Skeleman or Clacking Cranium within 1 mile of them sees or hears.
- ⚠ The ability is limited to a 1 mile radius from the Skelemaster
- D Adds 1 Dark Allegiance Point.

#### **YIELD**

#### **YACKING CRANIUM**

A Skelemaster's skull remains animated even when the rest of it's body is crushed. It's eyes swivel wildly in their sockets and it spits insults at its keeper.

1 Slot • = 10 Coins

#### **MOOD TABLE**

Choose or roll a Mood

# 1-5 False humility

The Skelemaster is the sole survivor of a calamitous skirmish. After sizing up the PCs, they will attempt to misdirect them, flee, or bargain for safe passage.

# 6-14 Jealous

The Skelemaster likes a weapon, outfit, or other visible item one of the PCs members owns. They'll be willing to let them pass by if they hand it over.

\_\_\_\_\_

# ( 15-20 Something to prove

The Skelemaster's troops have begun to question their fighting prowess, so they are particularly keen to show they are worthy of leadership.

#### **RESKIN**

Replacing Shared Sense with a Calling Elective Ability can change the Skelemaster into a solitary undead foe.



**ADVERSARIES** 

Using Adversaries

Asura, Lajja Bizzer Swarm

Blaster Mage

Chompa Chosen one

Demon, Blighted

Drones

Goop Giga Gruun

Grim Wing Killservants

Lalka

Master Villains Mundymutts

Skelemen

Shadow

Beast Tiny Unhelpful Cloud

Undead Peddler Unshaped,

Bellzuub Urarani

Creating Adversaries



CHARACTER CREATION PLAYING THE GAME OUTER WORLD GM'S GUIDE **ADVERSARIES** APPENDIX

#### **SKELEMONARCH**

Grit Contest or be Putified

and lose 1♥ per Turn

If reduced to 0♥

become Skeleman

MEGA BOSS RANK 8

Autarch of the fleshless. When an ancient ritual seals a powerful soul within the body of a Skelemaster the result is an ageless tyrant.

Macarbe Aura Parry once per Round as Standard Shield **Pull Yourself Together** Reassembles 3 Turns after being reduced to 0 • When at 0♥ the Soul Stone is exposed Soul Stone **♥**1 **■**20 Magic Material Curse of the Skull If in same Area win Aura vs.

Living Dead Immune to ailments that affect the flesh

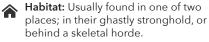
**Hollow Eyed Servant** Can see and hear everything their Skelemen can

#### Skelemancy

Skull Shot Aura vs. Deft. Contest Range: 2 Areas Damage: 2 ♥ (Dark)

> **Bone Brambles** Battlefield Area becomes Isolated

#### **COMBAT VALUES** APTITUDES / TRAITS ADVERSARY INFO **10** MIGHT TYPE Monster **1**+6 **9**5 Undead 11 DEFT. (P) ATTACK HEARTS 8 GRIT\* SIZE Medium ♥ 16 .Average 13 INSIGHT (P)\* ALLEGIANCE Dark Aligned **DEFENSE** SPEED 13 AURA (P)\* 7 Dark <sup>1</sup> Macabre Aura \* Just a skeleton (-2 Grit) Omniscient (+2 Insight) Terrifiying (+2 Aura)





Communication: They are able to speak Low Speech, Dark Tongue and any other languages they knew when they were alive.

\* Tactics: Despite their great power, Skelemonarch's avoid direct confrontation, obscuring themselves behind a loyal horde. The living are granted audience only to be subjected to the Curse of the Skull.

**Indicators:** A garrison of highly organized Skelemasters and Skelemen, the sound of crackling energy, husks of discarded flesh...



Role Playing Notes: Skelemonarchs are not just heartless, they are actively cruel. They taunt opposition in hopes of rash retaliation, and adorn skeletons under their command with mementos of their past lives so they can point them out to loved ones seeking revenge.

**Customization:** Some Skelemonarchs might inflict other Ailments with their Curse of the Skull Ability.

#### **ABILITIES**

#### LIVING DEAD B

Skelemonarchs are not subject to the afflictions that plague the living.

- Immune to Fatique, Starvation, and Suffocation.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- Any Skeleman within 1 mile of the Skelemonarch remains animated.
- D Adds 1 Dark Allegiance Point.

#### **SELF ASSEMBLY** B

The Skelemonarch will return.

- When reduced to 0 Hearts, or less, their bones clatter to the ground; but over their next 3 Turns they will reform, all Hearts restored.
- The Skelemonarch's glowing Soul Stone is revealed while they are inert (20 Defense, 1 Heart).
  - It can only be sundered with an Imbued Weapon, an Artifact, or destructive magical Ability.
  - Only if the Soul Stone is Sundered (→ p263) will the Skelemonarch crumble to dust.
- D Adds 1 Dark Allegiance Point.

#### **HOLLOW EYED SERVANTS** [A]

Skelemonarchs issue their despicable commands at the speed of thought.

- Skelemonarchs are instantly aware of anything a Skelemaster, Skeleman, or Clacking Cranium within 1 mile of them sees or hears.
- Skelemonarchs are also able to telepathically communicate with any Skelemen or Skelemaster within a 1 mile range.
- D Adds 1 Dark Allegiance Point.

#### MACABRE AURA

Mana swirls around the Skelemonarch, deflecting or absorbing inbound attacks.

- + 6 Defense Rating.
- Can Parry once per Round as a Standard Shield (→ p169).
- D Adds 1 Dark Allegiance Point.

#### SKELEMANCY A

Skelemonarch's dark magic, characterized by grand gestures and ominous laughter.

- Once per Turn, the Skelemonarch can use one of the following:
- **Skull Shot:** The Skelemonarch can attempt to throw a cackling mana skull at you from up to 2 Areas away.
- Requires a Contest The Skelemonarch's Aura vs. vour Deftness.
- Success: You take 2 Hearts of Dark Damage.
- ▶ Bone Brambles: Twisted bone spikes erupt in the Battlefield Area the Skelemonarch occupies, giving it the Isolated Condition (→ p250).
- D Adds 1 Dark Allegiance Point.



**ADVERSARIES** 

Using Adversaries

Asura, Lajja Bizzer

Swarm Blaster Mage

Chomoa Chosen one

Demon

Blighted Drones

Goop Giga Gruun

Grim Wina Killservants

Lalka

Master Villains Mundymutts

Skelemer

Shadow

Beast Tinu Unhelpful Cloud

Undead Peddler

Urarani

Unshaped Bellzuub

Creating Adversaries CHARACTER CREATION PLAYING THE GAME OUTER WORLD GM'S GUIDE

#### CURSE OF THE SKULL [L]

The Skelemonarch's hatred of flesh is so strong that it lashes out at anyone nearby.

- ▶ The Skelemonarch can attempt to convert you, and any organic creatures, in their Battlefield Area into one its lifeless subjects.
- Requires a Contest The Skelemonarch's Aura vs. your Grit.
- Success: Your body begins to wither and becomes Putrefied (→ p270), you lose 1 Heart per Turn.
- ▶ The Curse won't manifest if: you make a successful Grit Check when your Hearts reach 0; the Putrefied Aliment is removed by another Ability; or the Skelemonarch is slain.
- If the Curse is blocked you will return to physical normalcy in a few moments, though you still suffer from any lost Hearts if the Fight is still in progress.
- Failing the Grit Check at 0 Hearts results in your flesh melting away. You have been transformed into a subservient Skeleman, or Skelemaster if you are Rank 5 or higher.
- Failure: You resist and are immune to the Curse for 24 hours.
- A Bio-Mechanoids, and other forms of inorganic life, are immune to the Curse.
- Adds 2 Dark Allegiance Points.

# **YIELD**

#### **DARK BONE DUST**

The remains of a Skelemonarch carry a small echo of their malevolent power which can be used as a powerful Crafting Additive (→ p291).

- Defense: The Imbued item, surrounded by dark Mana, can Parry a single Attack once per Fight as if using a Standard Shield (→ p169). This is in addition to any Parries the item already provides.
- Attack: Once per Turn the Imbued Weapon can fire a cackling mana skull at a target, with the same effectiveness as a Small Mechanical Missile Weapon. The skull inflicts Dark Damage.
- 1 Unit \* 2 Gems

#### MOOD TABLE

Choose or roll a Mood



The Skelemonarch has recently succeeded in some dread scheme and is in an unusual mood. They will gladly allow the PCs to live if they do a little dance, cut off a strip of flesh, or perform some other belittling (or horrific act) to amuse them.

#### 6-14 Curious

The Skelemonarch has been locked away for some time, and is currently unaware of the state of the world. They may politely ask the party for information. This doesn't guarantee their survival, though.

# 15-20 Hostile/Bloodthirsty

The Bony Crusade has begun, and no fleshling will survive!

Replace the Skelemonarch's Abilities with some Advanced Sage or Heretic Abilites to create an undead sorcerer.



If you're ok with it, players who are really, really unhappy about dying can come back as a Skeleman. In this case, they lose their Innate Species Abilities and gain Living Dead and Self-Assembly in their place.

#### **EVIL-UTION**







MEGA BOSS

Skelemonarch **ADVERSARIES** 

> Bizzer Swarm Blaster Mage Chomoa

Chosen one Demon

Drones Goop

Giga Gruun Grim Wina

Lalka Master

Mundymutts

Shadow Beast Tinu Unhelpful Cloud

Undead

Bellzuub

Adversaries













Blighted

Killservants

Villains

Skelemen

Peddler Unshaped

Urarani

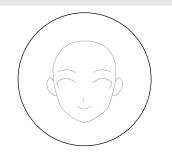
Creating



STONES

COINS

**GEMS** 



CALLING **SPECIES** HOMELAND **LANGUAGES** 

**PURVIEWS** 

HISTORY

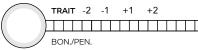
NAME

My background grants me an Edge on...

DESCRIPTION

**APTITUDES** 

**MIGHT** BASE Smash, crush, lift



**DEFTNESS** BASE Dodge, sneak, leap TRAIT -2 -1 +1 +2 BON./PEN.

**GRIT** BASE Cling, persist, press on TRAIT -2 -1 +1 +2 BON./PEN.

INSIGHT BASE Notice, know, remember TRAIT -2 -1 +1 +2 BON./PEN.

**AURA** BASE Persuade, inspire, terrify TRAIT -2 -1 +1 +2 BON./PEN.

#### **COMBAT VALUES**

**ATTACK BONUS** Add to my Attack rolls



BASE

**HEARTS TOTAL** Protecting me from injury



INJURIES/AILMENTS

**DEFENSE RATING** Best this to strike me

BON./PEN.



BASE

**SPEED RATING** 

Decides how many Areas I can move

	SLOW	AVERAGE	FAST	v. FAST
	0 Areas	1 Area	2 Areas	2 Areas

BASE BON./PEN.

	- 1				
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QUIRK			INVENTORY
NAME/NOTES		F	INVENTORY SLOT
ABILITIES			1
NAME/NOTES			REF. 2
			3
			4
			5
			6
			7
			8
			9
			10
			11
			12
			13
			14
			15
			16
			17
			18
-			19
			20
			21
RANK & XP			22
RANK	CURRENT XP	XP FOR NEXT RA	NK 23
			24
ALLEGIANCE			25
DARK ALLEGIANCE POINTS	NONE DARK	GIFTS	WEALTH

TWILIGHT

BRIGHT

**BRIGHT** ALLEGIANCE

**POINTS**